BSc Animation & VFX - Course Structure

Semester-Wise Course Breakdown

Year 1: Foundation in Art & Design	
Semester 1	**Semester 2**
● Fundamentals of Drawing & Sketching ● Principles of Design & Color Theory ● Introduction to Animation & VFX ● Basics of Digital Media & Graphics ● Fundamentals of Photography & Cinematography ● Communication Skills	● Storyboarding & Pre-Production Techniques ● 2D Digital Animation ● Basics of 3D Modeling & Texturing ● Introduction to Graphic Design & Typography ● Audio & Video Editing Essentials ● Environmental Studies

Year 2: Specialization in 3D & Visual Effects	
Semester 3	**Semester 4**
● Advanced 3D Modeling & Texturing ● Animation Principles & Character Animation ● Motion Graphics & Compositing ● Lighting & Rendering Techniques ● Scriptwriting & Storytelling ● Basics of UI/UX Design	● Dynamics & Simulation in VFX ● Advanced Rigging & Animation ● Visual Effects & Compositing Techniques ● Game Art & Design Fundamentals ● Film Studies & Production Techniques ● Industry Interaction & Guest Lectures

Year 3: Industry Application & Project Work	
Semester 5	**Semester 6**
● Advanced Visual Effects & CGI ● Digital Sculpting & Character Development ● Special Effects & Green Screen Techniques ● 3D Motion Capture & Virtual Production ● Internship / Industry Project ● Portfolio Development & Showreel Creation	● Advanced Post-Production & Editing ● Real-time Animation & Game Development ● Entrepreneurship & Business Strategies in Animation ● Final Year Project / Short Film Creation ● Industry Certifications & Placement Training